

# Anna Schlomann

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7264094/publications.pdf>

Version: 2024-02-01

15  
papers

375  
citations

1163117

8  
h-index

996975

15  
g-index

18  
all docs

18  
docs citations

18  
times ranked

518  
citing authors

#	ARTICLE	IF	CITATIONS
1	Aging during COVID-19 in Germany: a longitudinal analysis of psychosocial adaptation. <i>European Journal of Ageing</i> , 2022, 19, 1077-1086.	2.8	8
2	Has the COVID-19 pandemic affected older adults' personal and general views on aging? Evidence for losses and gains. <i>Developmental Psychology</i> , 2022, 58, 1188-1205.	1.6	4
3	Berlin Inventory of Caregiver Stress' Dementia (BICS-D). <i>Gerontologist</i> , The, 2021, 61, e173-e184.	3.9	4
4	The Use of Virtual and Augmented Reality by Older Adults: Potentials and Challenges. <i>Frontiers in Virtual Reality</i> , 2021, 2, .	3.7	32
5	Same but Different: A Comparison of Players' Perceptions and Motivational Factors in Two Commercially Available AR Games. <i>The Computer Games Journal</i> , 2020, 9, 383-399.	1.0	1
6	Assistive Technology and Mobile ICT Usage Among Oldest-Old Cohorts: Comparison of the Oldest-Old in Private Homes and in Long-Term Care Facilities. <i>Research on Aging</i> , 2020, 42, 163-173.	1.8	32
7	Use of Information and Communication Technology (ICT) Devices Among the Oldest-Old: Loneliness, Anomie, and Autonomy. <i>Innovation in Aging</i> , 2020, 4, igz050.	0.1	78
8	Augmented Reality Games for Health Promotion in Old Age. , 2019, , 159-177.		9
9	Relevance of Activity Tracking With Mobile Devices in the Relationship Between Physical Activity Levels and Satisfaction With Physical Fitness in Older Adults: Representative Survey. <i>JMIR Aging</i> , 2019, 2, e12303.	3.0	9
10	Erhebung von Daten in der Älteren Bevölkerung. , 2019, , 659-682.		1
11	Measuring attitudes towards the dying process: A systematic review of tools. <i>Palliative Medicine</i> , 2018, 32, 815-837.	3.1	9
12	The use of mobile devices for physical activity tracking in older adults' everyday life. <i>Digital Health</i> , 2017, 3, 205520761774008.	1.8	73
13	Who Is Still Playing Pokémon Go? A Web-Based Survey. <i>JMIR Serious Games</i> , 2017, 5, e7.	3.1	61
14	A case study on older adults' long-term use of an activity tracker. <i>Gerontechnology</i> , 2017, 16, 115-124.	0.1	19
15	Means of Motivation or of Stress? The Use of Fitness Trackers for Self-Monitoring by Older Adults. <i>HeilberufeSCIENCE</i> , 2016, 7, 111-116.	0.9	26